TIME OF LEGENDS
Joan of Arc
Battle Mode
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MYTHIC GAMES

Battle Mode

To go with the Scenario Mode, which is the default game mode for *Time of Legends: Joan of Arc*, here is the second way you can play the game: the Battle Mode. This mode will let you pit player-built armies against one another, using all of the miniatures from the game. The army building follows several restrictions and conditions, such as recruitment costs for units. This mode feels a lot different from the Scenario mode, being more akin to a tabletop wargame. This can be called 'a game within the game' of sorts, using the same components and systems.

You can download the Battle Mode rules in both English and French on **www.mythicgames.net**.

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Getting started in 7 steps

To play a Battle Mode game, just follow these 7 steps. If both players already have an army at the ready, jump right to step 5.

Step 1

Battle Size

When playing a Battle Mode game, the first thing players need to do is determine the size of the battle that will be fought. This will impact the size of the armies in play, the number of lists to build this army, the game length, the type of map players will compete on, and so on.

The battle sizes go as follows:

Limitations	Small battle	Medium battle	Big battle
Army points	1500	2500	4000
Number of rounds	5	7	8
Round cards	3/3/4/4/4	3/3/4/4/5/5/5	4/4/4/4/5/5/5/5
Terrain size	Small (14-16 hexes)	Medium (16-20 hexes)	Big (20-25 hexes)
Characters per army	1 - 2	1 - 4	2 - 6
Maximum number of army lists	1	2	3

The values indicated in this table will come into play when building your army.

Step 2

Choose an Army List(s)

Once the battle size has been decided, players choose 1-3 lists to build their armies. The battle size will dictate how many lists can be combined to make an army. Each of the lists gives players units, along with respective points costs and morale values, to choose from when building their army.

Step 3

Build your Army

To build their army, each player can use the amount of army points determined by the battle size to buy units from their army lists. Add up all Morale values from the army lists making up your army in order to get your total Morale points. Each list gives minimum and maximum numbers for each type of available units. You cannot buy fewer than the minimum number of units indicated, nor can you buy more than their maximum.

You may not combine lists with conflicting historical or mythical allegiances (for example: a French list from the beginning of the war cannot be combined with an English list, a Holy list cannot be combined with an Unholy list, but can be combined with any French or English list).

Units with a minimum number must be bought in at least these quantities. For example, if an army list lets you buy 2 - 4 Mounted Knights, you MUST buy at least 2 Mounted Knights.

You cannot buy two characters with the same character name (for example, Joan of Arc and Mounted Joan of Arc).

Another limitation players must take into consideration when building their armies is that they cannot take a unique Character miniature more than once. For example, an army cannot contain both *John Fastolf* and *Sir John Jouel*, since both use the same unique miniature.

To know which Character uses which miniature, simply look at its illustration on its unit card. If two Characters have the same illustration, they both use the same miniature.
This does not apply when factoring in your opponent's army, however. Thus, for example, two players can face off while both having Joan of Arc in their army.

Step 4

Buy Resources

After each player is done building their army, they may have remaining army points that they didn't use. These points can be used to buy additional starting resources, following the prices stated on each army list.

If your army is made up of multiple lists, you may only use one of their resource tables!

You can only buy one of each type of Order, but you can purchase up to 3 Legend cards, 3 Legend tokens and 3 XP tokens.

Step 5

Battle Type

Once both armies are ready, it is time to determine the type of the battle. In order to do so, roll the Doom dice. Depending on the result, the type of the battle will be chosen among the following:

Elimination: Destroy the most units' worth of Morale points before the end of the game. (see Morale and Routing)

Area Control: Have more victory points (VP) than your opponent at the end of the game. Score 1 VP for each area you occupy at the end of each round (outside of your deployment areas).

King of the Hill: Have more victory points (VP) than your opponent at the end of the game. Gain 1 VP **at the end of each enemy turn** for each area of the Objective hex you occupy (displayed on each map).

Assassination: Each player chooses 1 Character from their army to become its General (this Character cannot have the Immortal skill). Whenever the General is destroyed, your opponent immediately wins the game. If a player's army doesn't contain any Characters, or if it only contains Characters with the Immortal skill, their unit with the highest Army point cost is chosen by default. If multiple units are eligible, their owner may choose.

Step 6

Who Goes First?

Once all these parameters have been set, players must determine which of them will play first.
In order to do so, they must flip a coin (or any token with 2 different sides). The player that correctly calls the coin flip gets to choose one of the following options:

- Take the First Player token and act first in the Deployment step by picking the deployment area (Blue or Red) and deploying the first units.

- Give the First Player token to their opponent and choose the map during the Deployment step.

Step 7

Deployment

1. Choosing the game board

The second player chooses a game board among the ones available in this document on which the battle will be played. The chosen game board must be of the correct type (small, medium or big).

Both players assemble the game board using the required terrain tiles.

2. Deploying Civilians

If the game board contains Civilian spots, then a random Civilian must be placed in each of the Civilian spots. In order to do so, shuffle the Civilian unit cards.

For each Civilian spot, draw a card and place the corresponding Civilian in the area and the cards face up next to the game board.

If a Civilian is already in use in one of the players' armies, remove it from the Civilian list.

In Battle Mode, use the following Civilians:

Soothsayer Blacksmith Priest

Merchant Girl Bonesetter Apothecary

Doctor Citizen Guide

3. Adding terrain detail

The First Player places one rock or one bush in an area outside of their deployment areas.
The Second Player then places 2 rocks or bushes in one or two areas outside of their deployment areas.
Finally, the First Player places one last rock or bush outside of their deployment areas.

4. Deploying armies

Both players will take turns deploying their amies' units while following these steps:

a) The first player chooses the color (Blue or Red) of their deployment areas. They then designate a hex of said color, and deploy as many units from their army as they want in the areas of the designated hex. They must deploy at least 1 unit in the hex.
b) The second player then does the same with one of the hexes of the opposing color.

Repeat steps a) and b) until all units from both armies are deployed with the following restriction: players cannot deploy units in a hex that already contains at least 1 of their units.

All other units that couldn't be deployed during this phase are placed in the waiting area of the infirmary.

If playing the Assassination Battle Type, you must deploy your chosen General otherwise you forfeit the game.

Finally, form all decks necessary to play (Round, Legend, War Council). If the Holy or Unholy armies are involved in the battle, use the Myth Legend cards. Otherwise, use the Tactics Legend cards.

The game is now ready to be played!

Teams Battle

(2 players against 2 players)

During a team battle, all 4 players split into 2 teams of 2 players. They then choose a battle size, which will give them army point values and Round cards to be used during the game (the minimum number of Characters per army is the same as in a normal Battle mode game).

Battle size and army points	Round cards used
Small 1250	2-2-2-3-3-3
Medium 2000	2-3-3-3-3-3-4
Big 3250	3-3-4-4-4-4-5-5

Players should then follow the setup instructions for a normal Battle mode game. A Team battle is always played on a map with a size equal or one step higher to the battle type (for example, a small Team battle can be fought on a Small or Medium map). The player that is designated as the First Player is Player 1. The opposing player from the other team is Player 3.
Team 1 is comprised of Player 1 and Player 2's armies. Team 2 is comprised of Player 3 and Player 4's armies.

A player cannot activate or Command units belonging to the other player from their team, nor can they have units located in the same area as units belonging to the other player from their team. Resources (tokens, Legend cards, etc) aren't shared among players.

During a team battle, Morale is counted for a whole team: The Morale value for each army in the same team is added, and the breaking point is calculated based on this sum.

During the game, players follow this turn order:

- Player 1
- Player 2
- Player 3
- Player 4

During the "Adding terrain detail" phase of deployment, each player places, one after the other following the turn order, a terrain element (bush or rock) in an area of their choice that isn't a deployment area.

Deployment

Team 1's players declare a hex from their deployment area and deploy their troops in differents areas of said hex. Team 2's players then declare a hex from their deployment area and do the same. Both teams alternate doing so until all of their units have been deployed. If, for some reason, units cannot be deployed during this process, place them in the waiting section of the infirmary.

An Order played by a player (other than an Interrupt Order played during an opponent's turn) is not removed from the game board until all players from their team have finished their turn. The same area will thus not be able to be activated twice by players from the same team (except with Reactivation Orders).

Additional Rules

The Battle Mode follows the rules in the core rulebook with the following exceptions:

Morale and Routing

In order to better simulate an actual battle between armies, armies won't fight to the death. Once their Morale gets too low, they will be routed and abandon the battle, leading to their opponent's immediate victory. This takes precedence over the win conditions of the battle type rolled during the preparations
Each unit in an army is worth a number of Morale points which vary based on the Army list.
All units that appear on the game board after the beginning of the game (not counting undeployed units) and all units created by other units do not count towards the total Morale points of an army. The destruction of those units also doesn't subtract any Morale points from their army's total.

Example: One army contains John Talbot. Upgrading him to his Unholy Level 2 lets him deploy 2 War Hounds units on the board. These units do not change the total Morale points of their army, and do not remove any Morale points either when destroyed.

Once you have determined your total Morale points, you must calculate your army's Breaking Point, which is equal to two-thirds of your total Morale, rounded up. Write this number down on your army sheet, in the area located under your total Morale. You can then circle the corresponding box on the Morale Loss counter.
Every time one of your units is destroyed, check as many boxes on the Morale Loss counter as the destroyed unit is worth in Morale points. If the box corresponding to your Breaking Point is checked, you immediately lose the game.

Example: William's Holy army has a total of 22 Morale points. By multiplying this by two-thirds (rounded up), he gets a total of 15. William thus writes 15 down as his Breaking Point on his army sheet, and circles the corresponding box on the Morale Loss track. During the game, every time one of his units is destroyed, William checks as many boxes on the Morale Loss counter as the destroyed unit is worth in Morale points. If the Breaking Point circled box is checked, he immediately loses the game.

*Example 2: Marty uses an army made of 2 army lists: A World Enders list with a total of 18 Morale, and a French Beginning of the War list with a total of 15 Morale. Marty's army's breaking point will be at 22 Morale (15+18 = 33; 33 * 2/3 = 22): If he loses 22 points of Morale during the game, his entire army will be routed.*

Any unit that changes sides during the game because of another unit's powers counts as having been destroyed for its original owner. They thus lose the corresponding Morale points when the unit changes sides. Thereafter, the unit does not impact its new owner's Morale points in any way, be it it their total Morale points or their destruction.

Apocalypse lists

When playing a Battle Mode game, if you choose any Holy or Unholy army list, you may spend a specific number of your Army points (based on the battle size) in the corresponding Apocalypse list instead of your chosen army lists.

Points that can be allocated based on battle size:

- **Small battle**: 350 pts.
- **Medium battle**: 750 pts.
- **Big battle**: 1250 pts.

Thus, Apocalypse lists cannot be used by themselves, since they serve as supplements for the other Holy and Unholy lists.

Battle mode Siege

When building their amies for a Siege game, players follow the normal rules for medium or big battles.

The players must then decide among them which one will be the Besieger, and which one will be the Besieged. If no agreement is met between the players, roll a black dice: on a Shield result, the youngest player will be the Besieger. The Besieger player can use 250 additional army points to complement their army.

Afterwards, both players take the army list corresponding to their role (Besieger/Attacker or Besieged/Defender) and choose units from these lists to add to their army. They can use up to 750 army points in a medium battle, and up to 1250 army points in a big battle.

A Siege game lasts as long as a normal Battle mode game. Refer to the Battle mode rulebook to create the Round deck based on the battle size.

During a Siege game, follow the same rules as you would when playing a scenario from the Siege expansion, which includes the Siege phase and its consequences.

All Siege games in Battle mode are special King of the hill games. The objectives are indicated on every Siege map. If the Besieger player meets these objectives at the end of a round, they win the game.

The Besieged player wins the game if all enemy Characters are Disrupted or destroyed after a round's camp phase.

Infirmary and last Round

In Battle Mode, any unit located or placed in the infirmary or in delayed rally during the last Round is destroyed (even immortal units).

Experience

Every destroyed unit yields as much XP tokens to the attacker as the unit was worth Morale points.

Discussion

The Discussion rules are not used in Battle Mode.

Gigantic Creatures

The following rules are used in regards to Gigantic creatures:

- In Battle Mode, Gigantic creatures cannot be placed in the infirmary. Each Disrupted result allocated to a Gigantic creature applies 1 Wound to it, regardless of its remaining HP.
- During the deployment phase, a player can place their Gigantic creature in any allied deployment hex of their choice. If the chosen hex contains terrain elements (trees, buildings, ruins, etc), remove all of these terrain elements from the board before deploying the Gigantic creature.

Sky Board

As you would in a scenario, if there is at least one Flying unit in the game, build the sky board as described in the Rulebook.

Tied Games

It is possible that, at the end of the game, no player has fulfilled their objective, or that both players have the same amount of Victory Points. In these cases, the player with the most remaining Morale points wins the game. If they both have the same amount of Morale points remaining, the game ends in a draw.

Example: William's Holy army had 22 total Morale points and lost 12 of them during the battle, leaving him with 22 - 12 = 10.
Thomas' Unholy army had 20 total Morale points and also lost 12 during the battle, leaving him with 20 - 12 = 8.
William wins the game.

The Herrings

Deployment area
Deployment area
Deployment area
Objective
Deployment area
Deployment area
Deployment area

5B
9A
6B
2B
7A
8B
12A
15B
18B

La Brossinière

Meung-sur-Loire

Civilian
Deployment area
Deployment area
Deployment area
Deployment area
Deployment area
Deployment area
Deployment area
Objective

3B
5A
10A
7A
9B
11A
16B
1B
17A
13A
18A
2A

Village assault

Cocherel

Objective
Deployment area
Deployment area
Deployment area
Civilian
Civilian
Deployment area
Deployment area
Deployment area

4B
10A
14A
1B
11A
5A
7A
2A
17A
18A
9B

Patay

Objective
Deployment area
Deployment area
Deployment area
Deployment area
Deployment area
Deployment area
Deployment area
Civilian

16A
9A
15A
11A
14A
1A
2A
3A
17A
5A
18A

Mayhem in the city

Test of faith

Note: This map contains Objective areas in place of Objective hexes. During a King of the hill battle, the Objective area containing the ruins is worth 2 victory points, while the Objective area containing the church is worth 1 victory point.

The pincer

Note: This map contains Objective areas in place of Objective hexes. During a King of the hill battle's last 3 rounds, the Objective areas containing the shrine and the well are worth 2 victory points instead of 1, and the other 2 Objective areas are not worth any victory points.

The Besieged player can only deploy 2 units per ramparts area.

The Besieger player's objectives on this map are the following:

- Control 3 areas among the ones containing small houses, big houses and the church at the end of a round.

- If the keep's area and its interior tiles are allied or free at the end of a round.

If none of these objectives are fulfilled at the end of the game, the Besieged player wins the game.

- A cemetery area can be used as a Rally point by a player controlling it.

- All units located in a pentacle area have the Impetuous skill. An attack initiated from this area rolls 1 additional red dice.

Village rapt

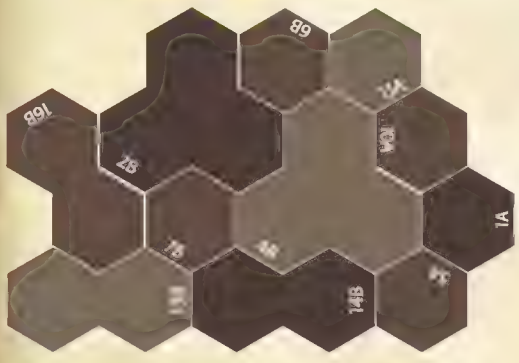
Uncontrolled ritual

- You cannot Command units from a Footprint area. A unit activated through Command also cannot move into a Footprint area. All Characters located in a Footprint area gain the Ruthless and Slayer skills. A Footprint area also possesses the effects of the terrain visible under the Footprint.

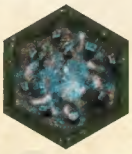
- All units located in a lava area gain the Terror 2 skill. At the end of each round, roll 2 red dice: apply all obtained Kill and Disrupted results to up to 2 units located in the area, without rolling for defense.

- All units located in a pentacle area have the Impetuous skill. An attack initiated from this area rolls 1 additional red dice.

Coordinated assault



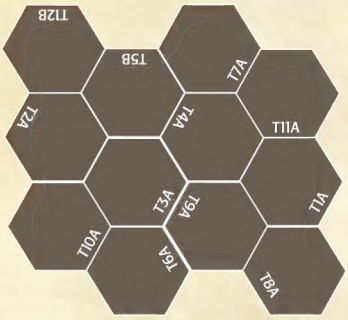
Sacred Village



SACRED GLADE (T1B TILE)
When defending or attacking from this tile, you may reroll up to 2 dice.

FORTIFIED WALL
Fortified Walls are border elements.
Units behind a Fortified Wall cannot be targeted by a melee or direct range attack.
Fortified Wall blocks Line of Sight.
Units without the Flying icon or Jump ability cannot cross a Fortified Wall.

Blood on the Snow



SETUP
During setup, shuffle the Ice tokens 3-4-4-5 face down, and place one in every frozen river area.

ICE TOKENS
Reveal the Ice token when a unit enters or is pushed into the frozen river area. If the number of units that performs a movement action into a frozen river area is greater than the token's value, after said movement, kill as many units as needed until their numbers are equal to the token's value.
Units pushed into a frozen river area that already has reached maximum capacity are immediately killed.

Credits

Based on the initial game design of Pascal Bernard
Battle Mode Designer: Pierre Soriot
Battle Mode Lead Developer: Anastasios Grigoriadis
Battle Mode Graphic Designer: Raphaël Biolluz (Pika Games)
Battle Mode Translation: Raphaël Biolluz (Pika Games)
Game Developers: Patrick Receveur & The Mythic Team
Historical Army Lists Developer: Hervé Caille, Pierre Soriot
Artwork: Bayard Wu, Stefan Kopinski, Stéphane Gantiez, Christophe Madura, Nicolas Jamme, David Demaret, Solène Chastang, Juliette Pompanon
Tile Artist: Charles "Carl Art" Salom
Sculptors: Arnaud Boudoiron, Irek Zielinski, Olivier Thill, Grégory Clavilier
Studio Miniatures Painter: Sébastien Lavigne
Tour of Legends Contributors: Andy Cahard, Pierre-Alexandre Vigor, Vincent-Thierry Savidan, Ben & Peps, Romain Delavie, Mike Monnier, Pascal Vanpée, Gaël Taché, Mathieu Giroux, Jérôme Petit, Rodolphe Chambonnaud, Olivier Côte-Petit, Loïck Grimaud, Nicolas Lamberti, Stéphane Gérard, Florian Rambur
Communication Manager: David R'lyeh
US Community Manager: Sam Healey
Art Directors: Stéphane Gantiez, Christophe Madura
Graphic Assistants: Jean-Luc Bernard, Sandra Tessières, Laurent Lucchini, Louis Guillon, Arnaud Marchand, Juliette Pompanon
Rules Editors: Pascal Bernard, Patrick Receveur, Julien Borne, Yves Bernard, Jake Thornton, David Rakoto, Ben Clapperton, Mark Brendan, Anne Vétillard, Erwan Guellec
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Localization Manager: Anne Vétillard
Proofreaders: Neil Answych, Norbert Schmitt, Francesco Mariottini, Mathew Somers, Laurent Mussot, Marc Caldéré, Bruno Cailloux, Ben Clapperton, Ella Colles, Thomas Giraud, Erwan Guellec, Heidi Lajos and all of the backers who helped us proofread the rules!
Scenario Writers: Pascal Bernard, Patrick Receveur, Ben & Peps, Inès Jérôme Chouqi, Romain Delavie, Vincent-Thierry Savidan, Phillipe Villé, Erwan Guellec
Flavour Texts: Patrick Receveur, Erwan Guellec
Miniature Preproduction: Aurélien Diot
Production Manager: Erwann Le Torrivellec, Helena Tzioti, Anastasios Grigoriadis
Sculptors and Artists Supervisor: Stéphane Gantiez, Christophe Madura
Publishers: Benoit Vogt & Léonidas Vesperini

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TIME OF LEGENDS
Joan of Arc
Battle Mode

Commander

Army

Legend
T M
☐ ☐

Characters - Gigantic Creatures	Points	MORALE

Troops	Number	Points	MORALE

TOTAL MORALE

BREAKING POINT

Resources ☐

Total Points

MORALE LOSS
5 10 15
20 25 30

Victory Points
☐☐☐☐5 ☐☐☐☐10 ☐☐☐☐15 ☐☐☐☐20 ☐☐☐☐25